

King's Quest

DT Theme:

Teaching focus:

Learning Lens: Structures

Class: Reception

Making a moat monster. How can I join?

Previous Knowledge

Continuous provision - Creation station

Project Hook or 'Wow' memory

Watch Zog

Learning Steps

Key Knowledge

Design a monster who will live in the moat in the castle

Look at various monsters and castles from books and discuss what they look like.
Design a monster who will live in the moat.

Learn about different ways to cut, stick and join materials

Discuss with the children ripping, cutting and tearing. Talk to the children about glue and tape and how they need flanges for joining two materials together.

Make a monster who is going to live in the moat.

Choose appropriate materials to create the monster who is living in the moat. Use evaluation to make adaptations and changes during the making stages.

Evaluate a design plan and final product against success criteria based on peer assessment.

Use the design criteria to assess the different structures. Record ideas, as a class.

Key skills

Design a moat monster.

Use new knowledge to cut, rip and tear.

Use flanges to stick different surfaces together

Adapt and evaluate our monsters and talk about how to make them better.

Key vocabulary

Rip
Cut
Tear
Flange
Stick
Glue
Tape

Plan
Evaluate
Adapt
join

Final outcome
3 different structures and a playground landscape.

Images/themes to support the planning process. Watching Zog to understand what a castle and moat is.
Whole class evaluation. Teacher led modelling how to make and design

